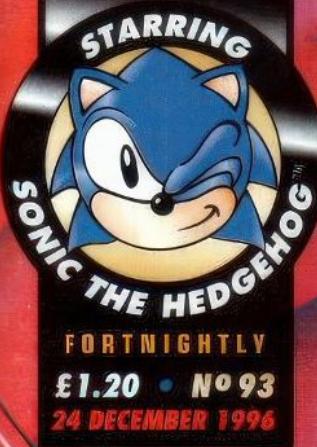


UK's OFFICIAL
SEGA
COMIC



SONIC THE COMIC

**TINSEL
TIME!
COOL
YULE
ACTION!**

**SONIC 3D
MD REVIEW**



DOCTOR ROBOTNIK'S
SEASON
OF GOOD-
WILL

**NEW
STORIES**

 **CHRISTMAS
WISH**

CRACKING CAPTAIN PLUNDER AND DECAP STORIES INSIDE!

CONTROL ZONE

Merry Christmas, Boomers!

In the words of that old hume-crooner, Bong Crisby, "I'm dreaming of a blue Christmas!" Yes, that time-to-feel-festive is almost upon us again - the humes around here have already had me decking the halls - and between me and you - I'm totally fa-la-la-la-la'd out! Goodwill to all droids indeed!

On a brighter note, Santa drops in on two brand new super duper stories this issue... he's briefly sighted by Sonic in New Tek City, Planet Meridian where a young pup by the name of Richie Rover thinks his Christmas wish has turned him into a super-hero!

Santa sighting number two - Doctor Robotnik is given the chance to mend his evil ways in Season of Goodwill! But will it be an offer he'll refuse?

Bloodthirsty goings-on are afoot around the seas of New Tek City - the sharks have been at Mr Fry's transforming potion and they're attacking Captain Plunder's ship!

Finally, find out if mad Mick C McTosis and Mr Twitch get their paws on Mr Cuddle Bunny's vast fortune. Turn to the concluding part of STC's madcap Decap Attack story.

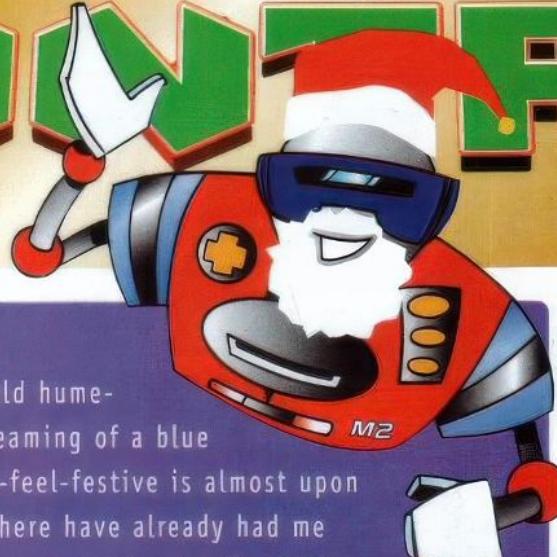
Before I leave to turn the music up and party down, let me thank all of you for your fabby cards and drawings, which are lining the office walls as I speak. See you all in a fortnight Boomers, when STC orbits into the New Year - but before I go -

HAVE A COOL YULE & A MEGA NEW YEAR!

Megadroid and the STC Humes

- EDITOR: Deborah Tate
- FEATURES EDITOR: Audrey Wong
- DESIGNER: Gary Knight
- COVER ART: Carl Flint
- PRODUCTION: Sarah Colley
- CONSULTANT: Richard Burton

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COMPILED BY
SEGA

ChartTrack
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up/down RE/NEW entry • non mover

MEGA DRIVE

1	ROAD RASH 2
2	DESERT STRIKE
3	LOTUS TURBO CHALLENGE
4	FIFA SOCCER '96
5	TOY STORY
6	SONIC AND KNUCKLES
7	WORMS
8	RE DYNAMITE HEADDY
9	MICRO MACHINES 2
10	RE TAZ-MANIA: ESCAPE FROM MARS

SATURN

1	↑ NiGHTS
2	↓ EXHUMED
3	ATHLETE KINGS
4	ALIEN TRILOGY
5	DESTRUCTION DERBY
6	SEGA RALLY
7	VIRTUA FIGHTER 2
8	↑ VIRTUA COP
9	↑ FIFA SOCCER '96
10	NEW VIRTUAL GOLF

MEGA-CD

1	BRUTAL: PAWS OF FURY
2	↑ TOMCAT ALLEY
3	↑ SOULSTAR
4	RE ROAD AVENGER
5	RE SILPHEED
6	RE SONIC CD
7	RE POWERMONGER
8	↓ B.C. RACERS
9	↓ THUNDERHAWK
10	RE EARTHWORM JIM

GAME GEAR

1	RE MICRO MACHINES 2
2	RE DYNAMITE HEADDY
3	SONIC THE HEDGEHOG
4	↓ COLUMNS
5	RE ECCO 2: THE TIDES OF TIME
6	↓ THE LION KING
7	RE TAZ-MANIA: ESCAPE FROM MARS
8	↓ SONIC THE HEDGEHOG 2
9	RE SONIC: TRIPLE TROUBLE
10	↓ STAR TREK: GENERATIONS

SONIC

THE HEDGEHOG™

A CHRISTMAS WISH

Script: LEW STRINGER Art: ROBERTO CORONA
Colouring: STEVE WHITE Lettering: TOM FRAME

COMPLETE
STORY

CHRISTMAS EVE IN NEW TEK CITY,
PLANET MERIDIAN...

TOO BAD I CAN'T
GET HOME FOR
CHRISTMAS, NOW THAT
I'M TRAPPED HERE IN
THE SPECIAL ZONE!

STILL, AT LEAST
THESE DUDES HAVE
THE **RIGHT SPIRIT**,
EVEN IF IT IS AN
ALIEN PLANET!
SNOW, PRESSIES,
CAROL SINGERS...

...AND SANTA
IF I'M NOT
MISTAKEN!



CHRISTMAS MORNING...

YAYYYY!
MUM! DAD!
SANTA'S
BEEN!

WOW!
LOOK AT
ALL MY
PRESSIES!

HAPPY
CHRISTMAS,
RICHIE!
YAWN!

YESSS!
AN INSECT-GUY
OUTFIT! JUST
WHAT I WANTED!

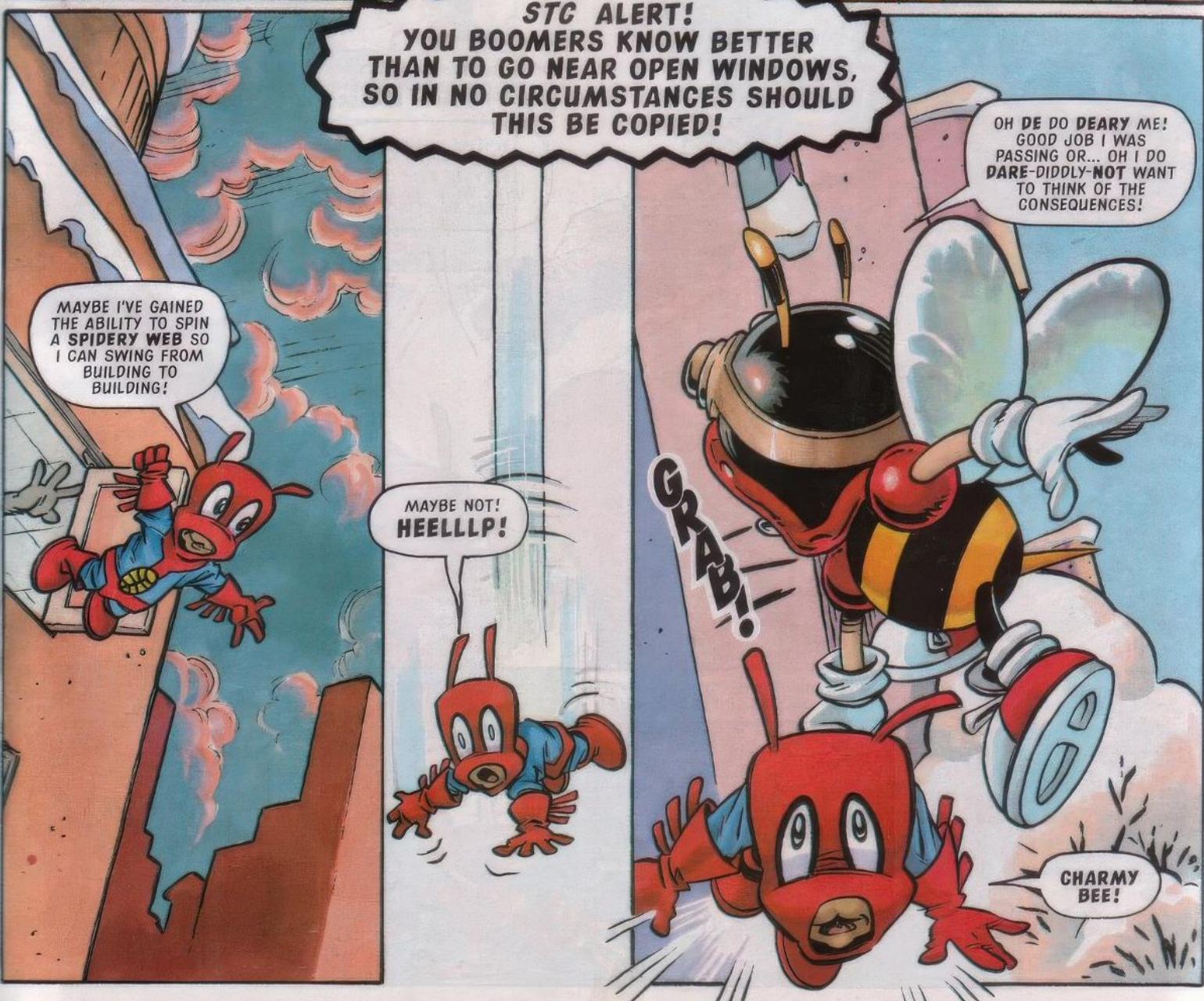
EVER SINCE HE CAN REMEMBER, RICHIE ROVER HAS BEEN A FAN OF INSECT-GUY — NEW TEK CITY'S COOLEST SUPER-DUDE (NEXT TO SONIC OF COURSE!)

INSECT-GUY WAS ORDINARY NORMAN NERD UNTIL HE WAS BITTEN BY A RADIOACTIVE INSECT — THIS GAVE HIM SUPER INSECT POWERS TO FIGHT CRIME!

MY HERO!

MM, YOU LOOK
QUITE THE PART
IN YOUR OUTFIT,
RICHIE!

I WISH I HAD
THE SUPER POWERS
TO GO WITH IT,
THEN I COULD BE
A REAL HERO!



WHAT'S THE BIG IDEA, PUP? DO YOU REALLY NEED TO BE TOLD **NOT** TO GO JUMPING OUT OF WINDOWS...

IT TAKES MORE THAN A COSTUME TO BE A SUPER-DUDE, KID!

I'M A REAL HERO - **HONEST!** THEY CALL ME...ERM... **INSECT-PUP!**

HEADS UP, GANG! TROUBLE'S COMING!

...I'M A SUPER-DUDE LIKE YOU GUYS! CAN I JOIN YOU AND BE A MEMBER OF CHAOTIX?

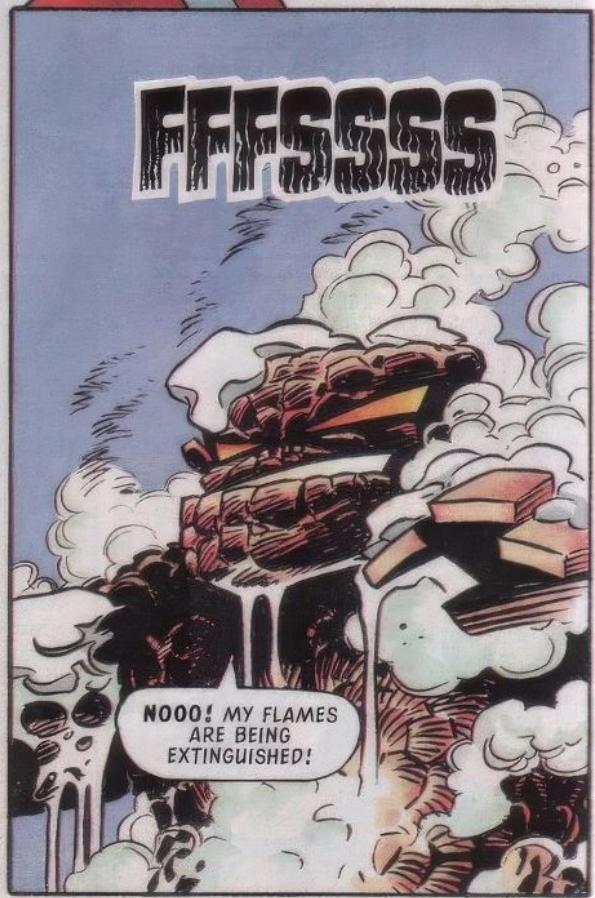
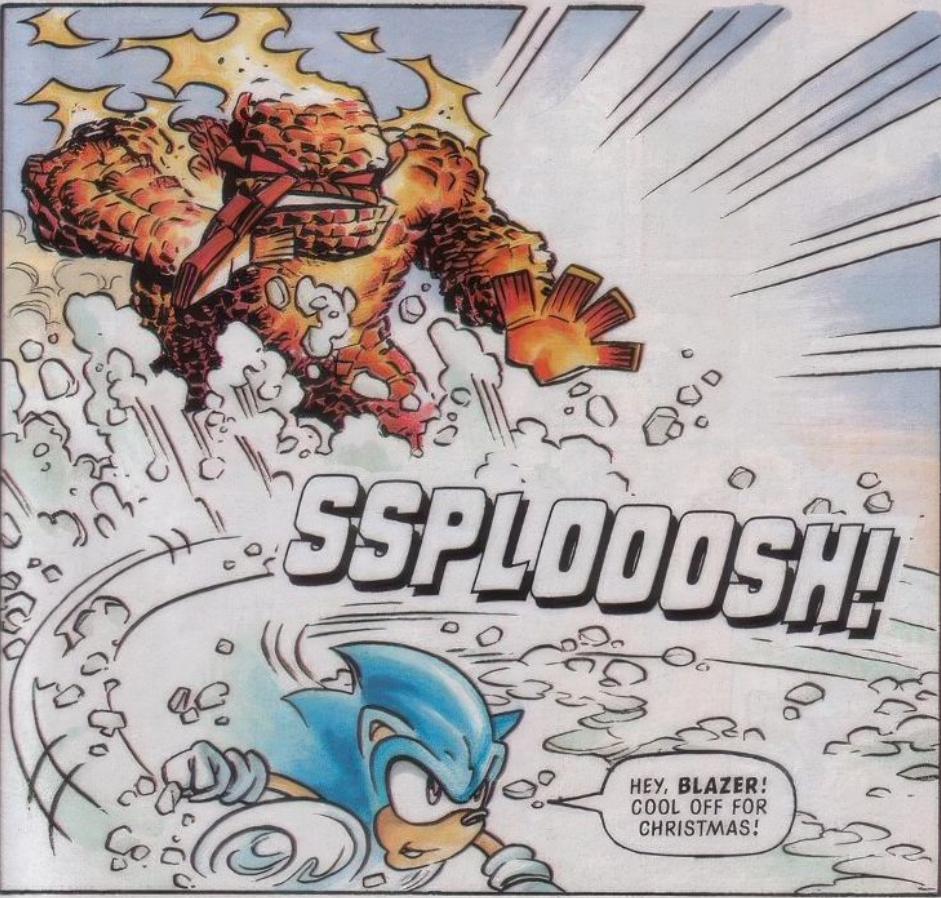
BEWARE, PUNY ONES! THIS CITY WILL **FALL** BEFORE THE FIERY MIGHT OF... **THE BLAZER!**

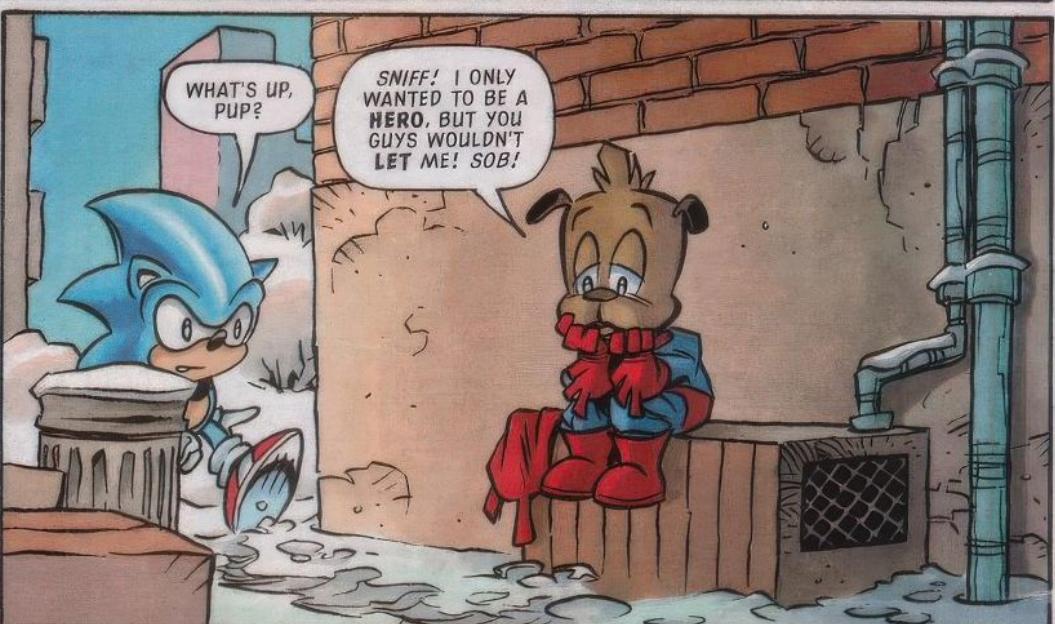
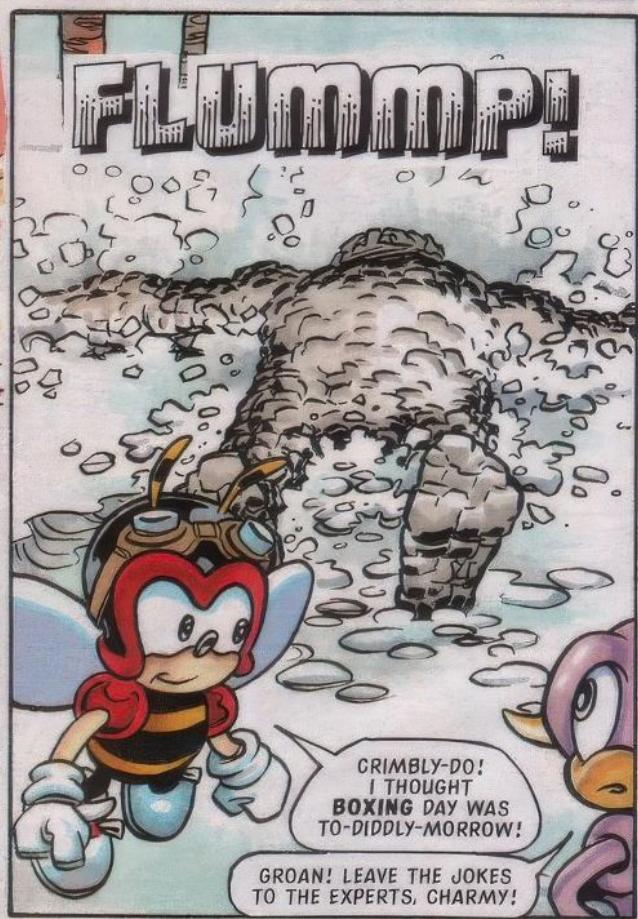
I'D FIND THIS VILLAIN'S DIALOGUE LAUGHABLE, IF HE DIDN'T SEEM SO **DANGEROUS!**

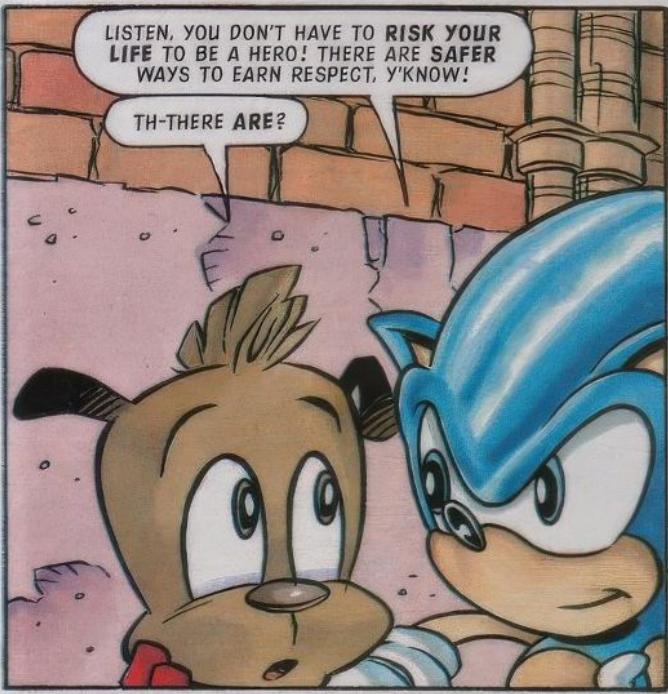
WHEW! I CAN FEEL THE HEAT FROM **HERE!** EVERYONE KEEP BACK UNTIL WE WORK OUT A PLAN OF ATTACK!

NOW'S MY CHANCE TO PROVE MYSELF. THIS IS A JOB FOR **INSECT-PUP!**

COME BACK! YOU'LL BE BURNT TO A CRISP!

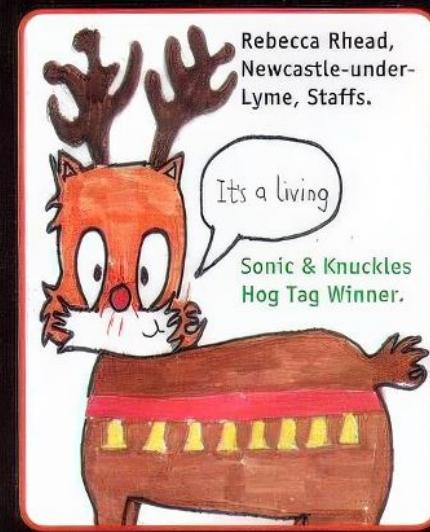
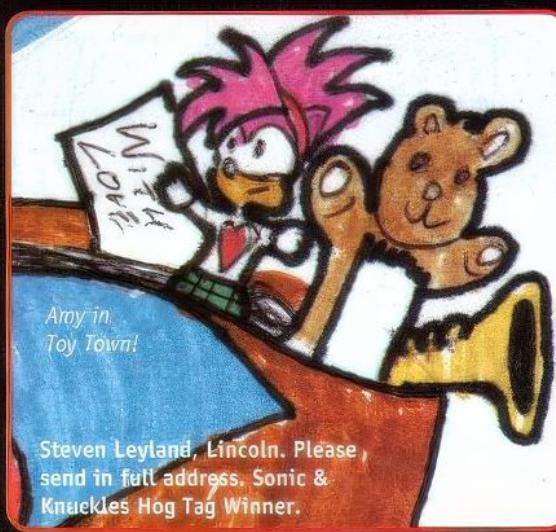
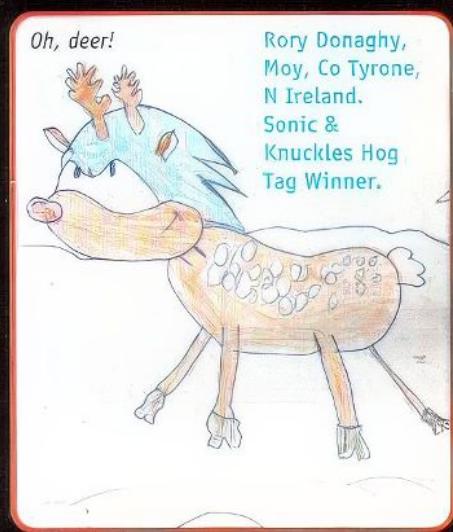
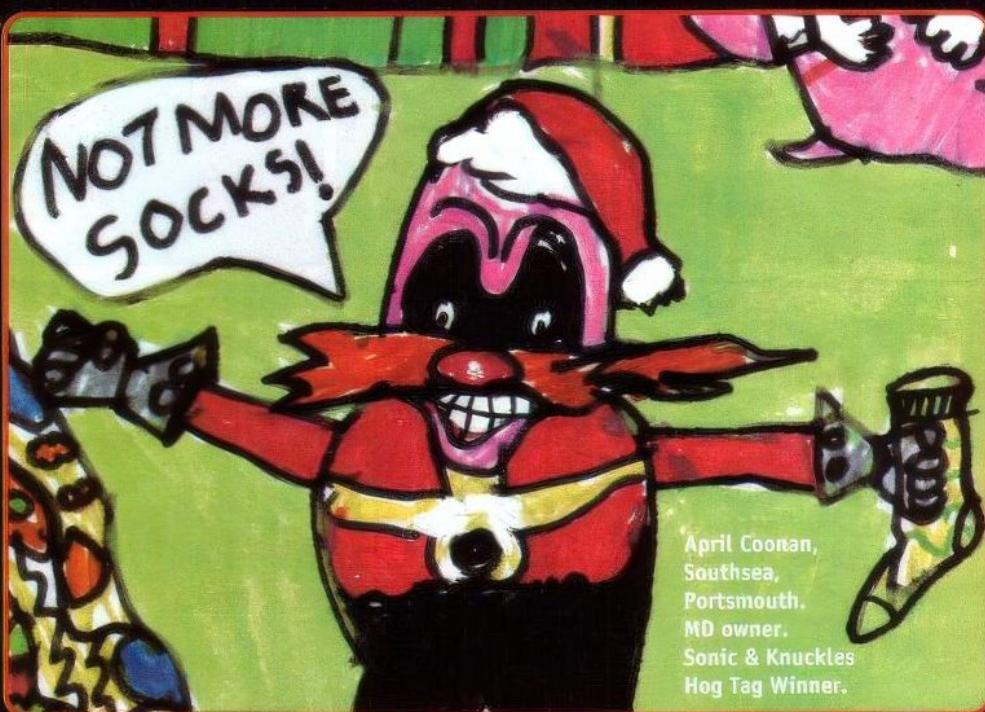
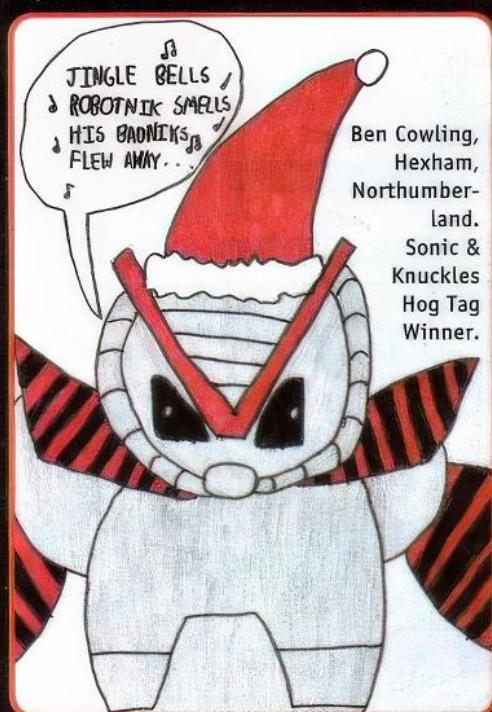






CRIMBO ZONE

EACH ARTIST-HUME WHO GETS THEIR HANDYWORK PRINTED IN STC WILL RECEIVE A PACK OF CRAYOLA MINI STAMPERS 2, SHAPED-NIBBED, COLOUR PENS.



To help get your handywork selected in future Graphic Zones, please take note of the following tips:

- Draw in paint or felt tip pen on plain white paper (avoid lined paper and pencils or crayons as they don't show up as well when printed).
- Be original and don't copy pictures from the

comic - come up with your own ideas.

• Include your name and address, preferably written in capital letters on the back of the page.

• Send artwork to:
GRAPHIC ZONE, SONIC THE COMIC,
25-31 TAVISTOCK PLACE, LONDON, WC1H 9SU.

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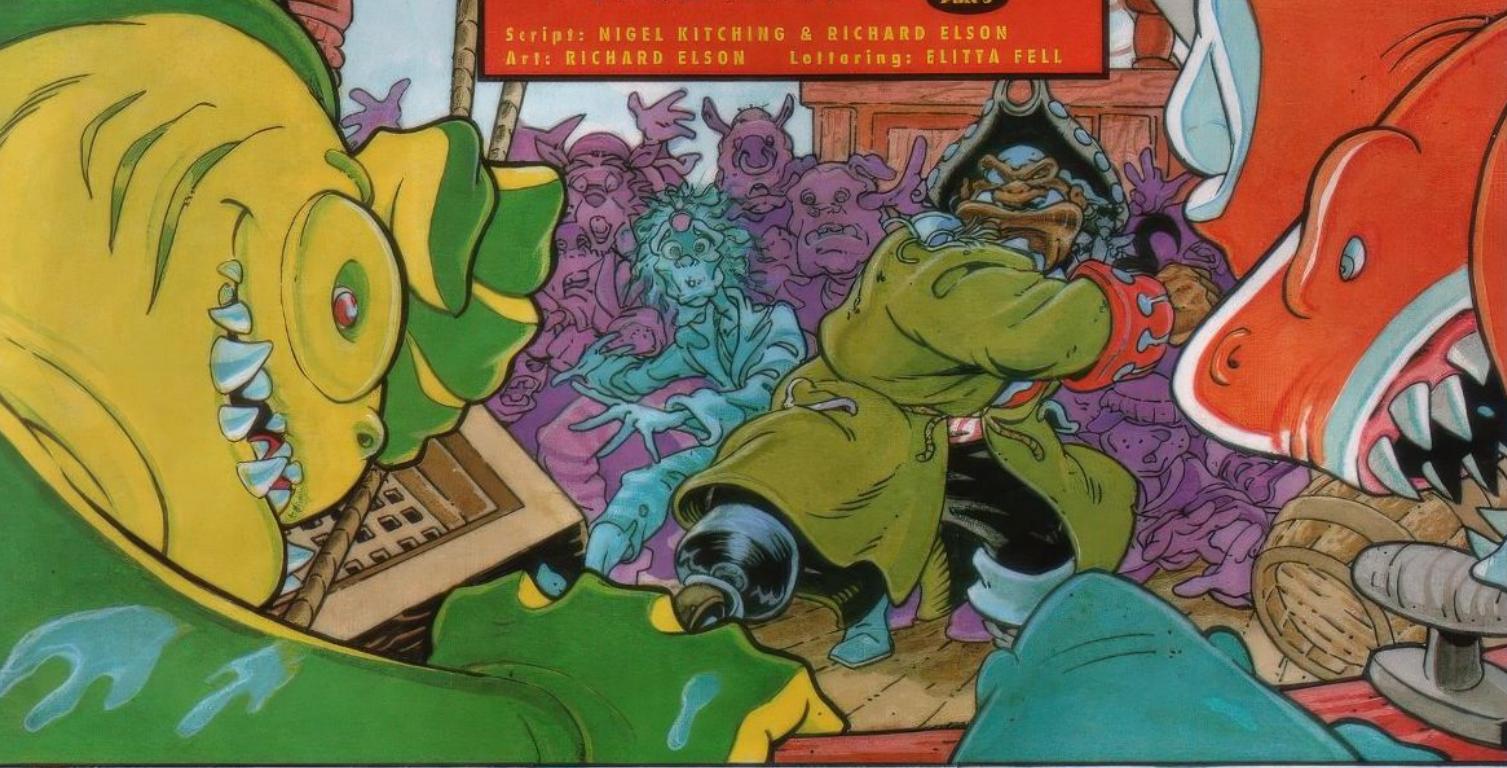
IN THE SEAS AROUND NEW TEK CITY, CAPTAIN PLUNDER'S SHIP IS SUDDENLY INVADED BY A BUNCH OF MUTATED SHARKS...

CAPTAIN Plunder

SHANGHAIED

Part 3

Script: NIGEL KITCHING & RICHARD ELSON
Art: RICHARD ELSON Lettering: ELITTA FELL



WHAT ARE YE WAITIN' FOR, YOU SWABS?

ATTACK!

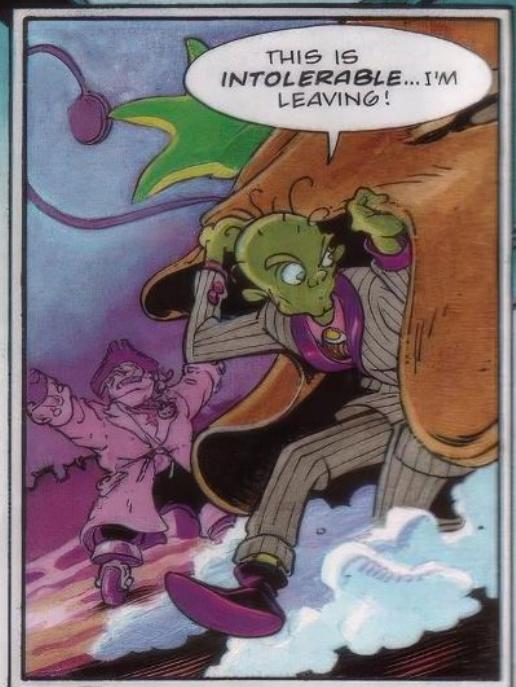
B...BUT CAP'N,
THEY LOOK AWFUL
MEAN AND...

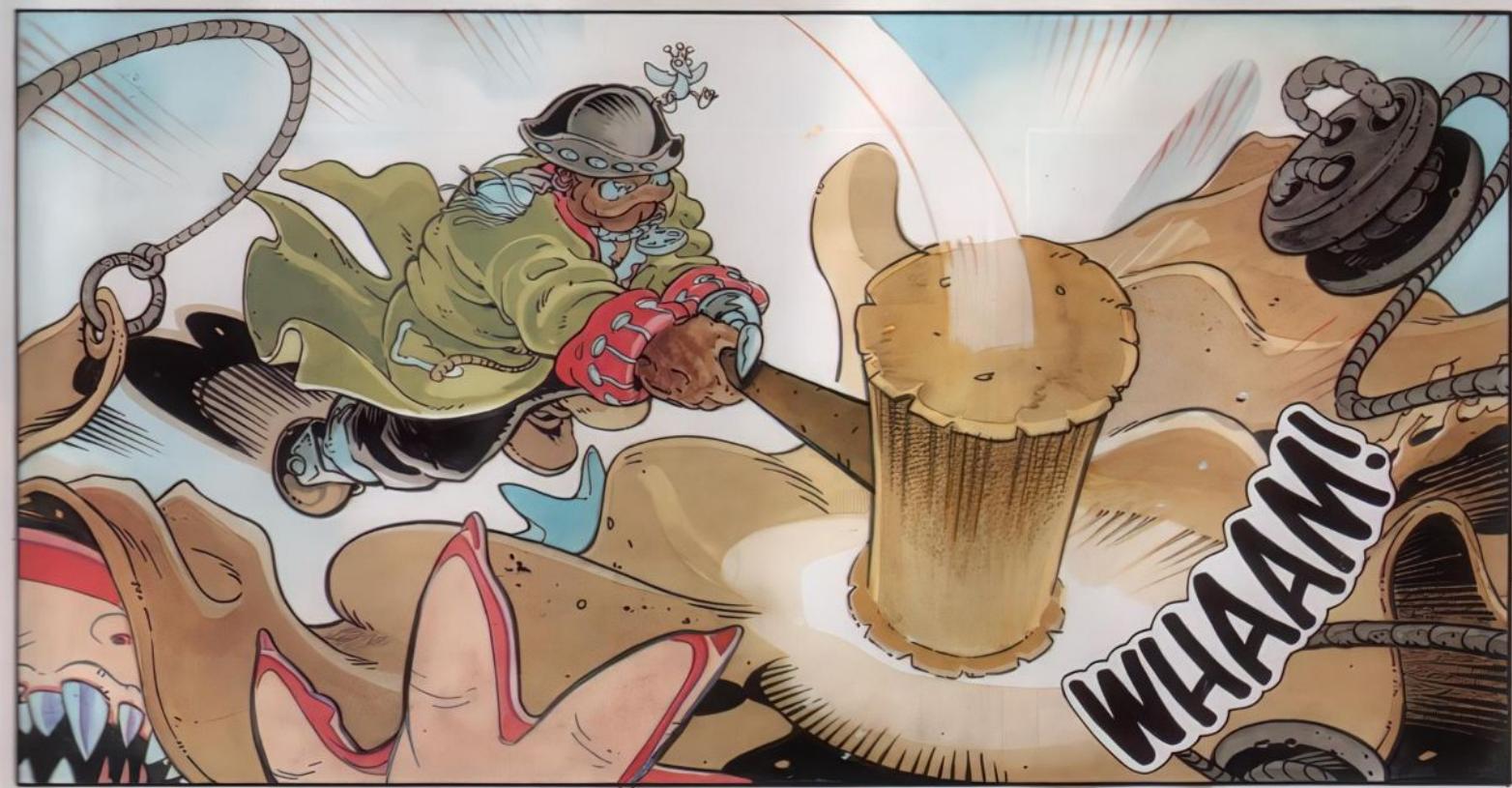
WHAT?
THIS BE MUTINY, MR
SCRATCHINGS!

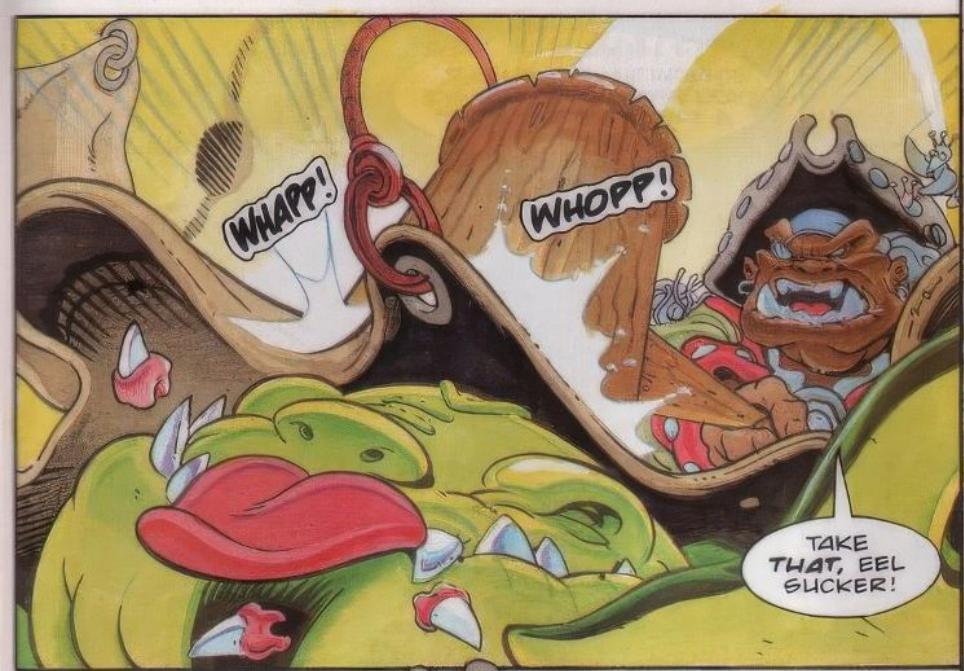
I'LL TAKE
CARE OF THE SHARKS,
PLUNDER! AFTER ALL, IT'S
MY TRANSFORMING
POTION THAT THEY'VE
BEEN DRINKING!

I'VE
CHANGED
MY MIND, MR
FRY... I DON'T
WANT TO HELP
AFTER
ALL!











NEXT ISSUE: KNUCKLES IS BACK!

REVIEW ZONE

YOUR GUIDE TO NEW GAMES RELEASES FOR THE SEGA SYSTEMS

STC'S RATING SYSTEM

UNDER 40 = YAWNNSVILLE

40-70 = NORMALSVILLE

70-80 = FUN CITY

80-90 = BIG TIME CITY

OVER 90 = MEGA CITY

SONIC 3-D

Reviewed by Chris Jones.

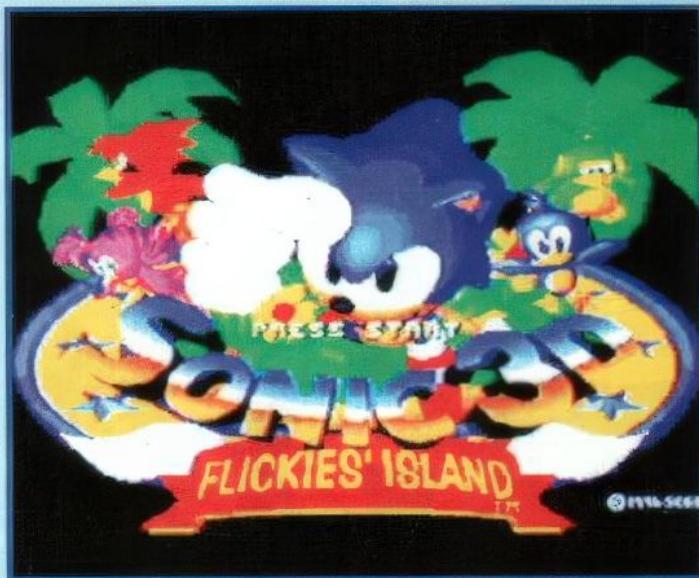


MEGA DRIVE

GAME TYPE: 3-D ADVENTURE
PLAYERS: 1

PUBLISHER: SEGA
PRICE: £44.99

RELEASE DATE: OUT NOW
AGE SUITABILITY: ALL



The spiky-haired, spinning marvel is back for one last showdown with Doctor Robotnik. Yes, Sonic the hedgehog has been re-animated for the ultimate game that will blow all previous Mega Drive titles away. **Sonic 3-D** is his latest adventure created on a 32Meg cartridge jam-packed with fun, bright colours and innovative gameplay.

Sonic 3-D is programmed by the same team that brought you *Toy Story*. This team has hit the jackpot again to produce a game that takes Sonic into a new dimension. **Sonic 3-D** is what it says, a three dimensional game where Sonic can move left, right, and into the foreground or background. Its



three dimensions make it impossible to call it a platform game, although it has many features of one. The whole screen is your playground and can be explored.

The game is inspired by themes from Sonic's previous adventures and there's even special guest appearances by Knuckles and Tails. One thing is certain, evil egg-man Doctor Robotnik is back and he must be stopped over seven distinct Zones, each containing two Acts and a Boss showdown. Complete all of these and a final Boss screen must be





conquered - that simple? Expect the unexpected in this game, rumour has it that a secret ending exists - but that's left for you Boomers to find out!

Each Zone has a different theme with different problems. *The Snow Mountain Zone* provides a frozen solid surface on which Sonic slips and slides on the ice, gets caught in avalanches, and can be encased in ice for about 10 seconds if he gets shot by the baddies. In the *Chemical Plant Zone*, Sonic can enjoy the feeling of floating on air from a giant fan and gets shot out of ducts and pipes. There are even cannons on some levels that Sonic must climb in to and be shot out of to help him complete a section of the game.

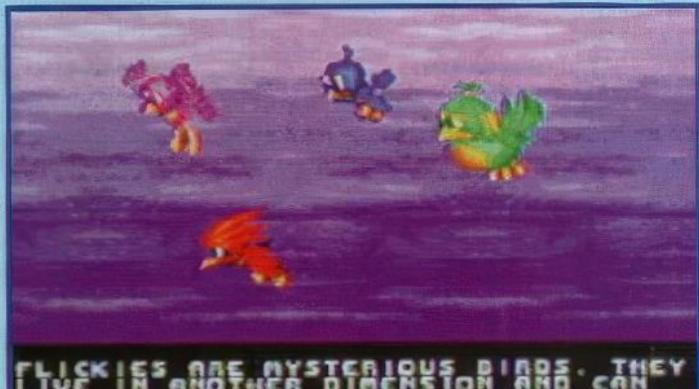
Sonic's mission in the game is still to collect rings but he has a more important task to complete. In each Act of each Zone he must destroy at least five evil robots, that when killed, free a Flicky; Flickies are the birds and rabbits that Robotnik has captured throughout the series of *Sonic* games. If he wasn't stealing them in his spaceships in *Sonic 1*,



he's sure turning them into mechanical monsters here! Once Sonic frees a Flicky, it will fly round after him until he leads it to a giant ring where it can escape from the Zone. Sonic can free one at a time or have five Flickies following him round at once. This can prove tricky as sometimes obstacles and other robots may separate the Flickies from Sonic, making them fly off all over the screen. The hard work is trying to retrieve them again.

Everything is excellent in this game - from the smooth, bright, vibrant graphics and animation, fantastic gameplay and attention to detail, evil robots disguised as metallic bumble bees to nasty crocodiles.

Sonic 3-D pushes the Mega Drive to the limit, squeezing every last drop of power from the console to produce an innovative game. Doctor Robotnik's end of Zone showdowns with Sonic are also new and original. This is a game no Mega Drive owner would want to be without. It really is the best *Sonic* game produced, and as it may be the final instalment in the series, Sega won't let Sonic go out without a bang!



FLICKIES ARE MYSTERIOUS BIRDS. THEY LIVE IN ANOTHER DIMENSION AND CAN TRAVEL ANYWHERE THROUGH LARGE RINGS.



FINAL COUNTDOWN

RAVES

It's got it all!



GRAPHICS 95

GRAVES

Tears of farewell for Sonic on the Mega Drive?



SOUND 85

PLAYABILITY 90

OVERALL 95

Decap ATTACK

THE LEGEND OF MR CUDDLE BUNNY

SCRIPT:
NIGEL KITCHING
& RICHARD RAYNER

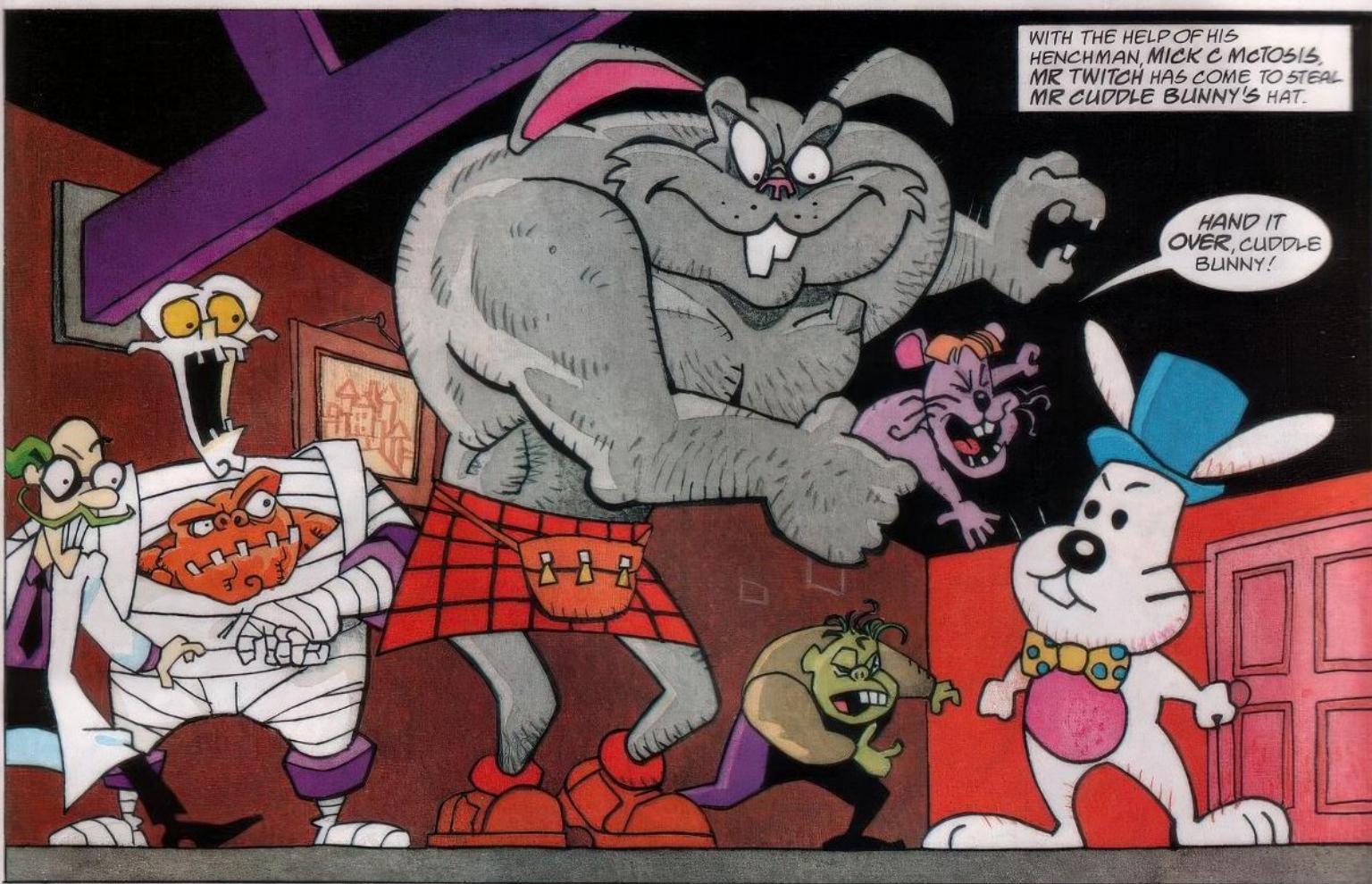
ART:
NIGEL KITCHING

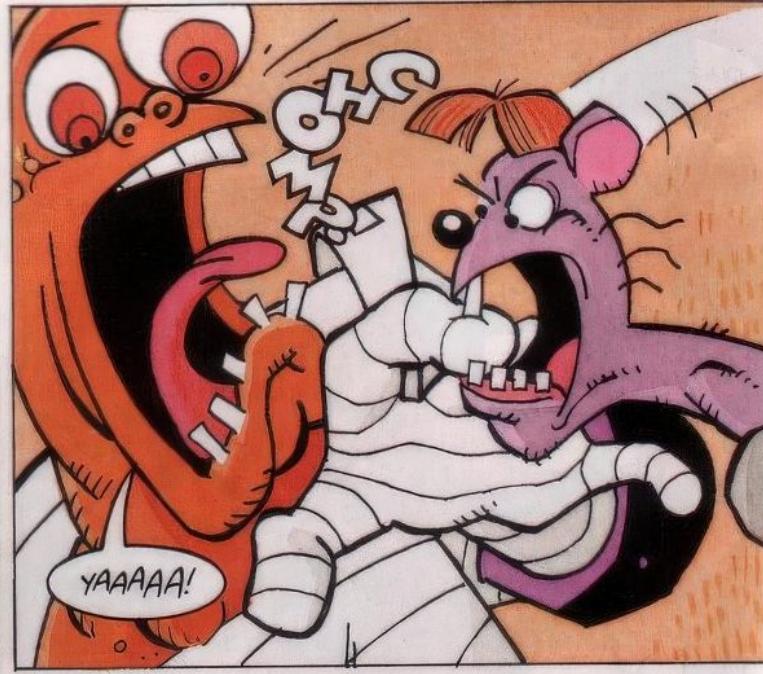
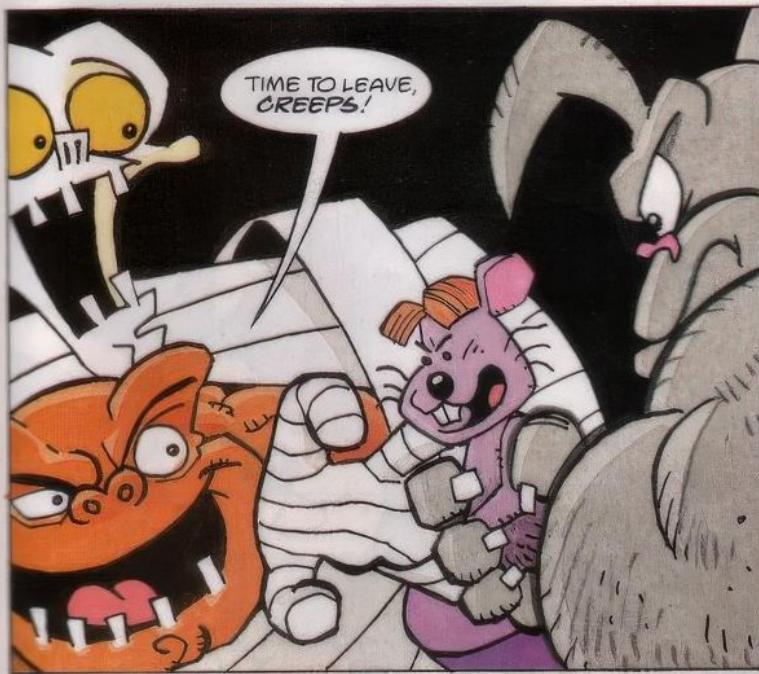
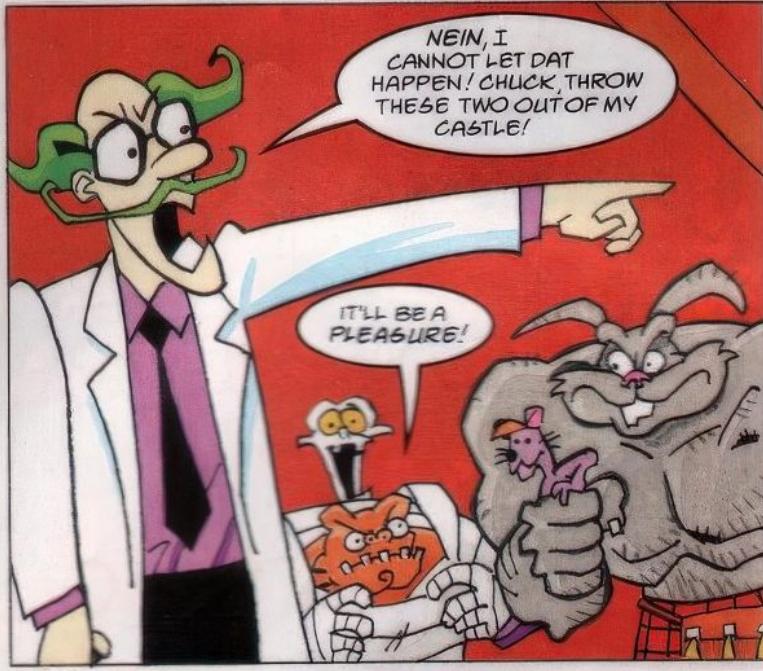
LETTERING:
ELLIE DEVILLE

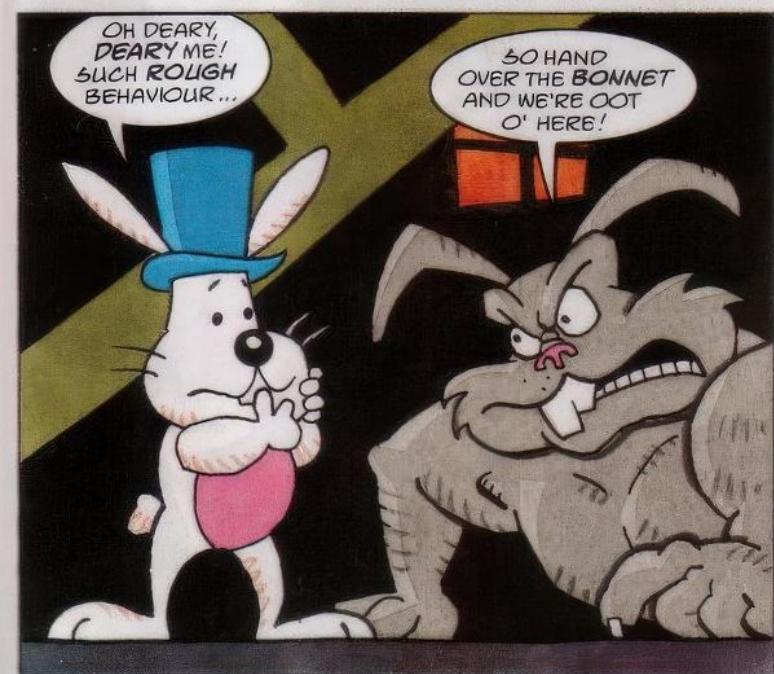
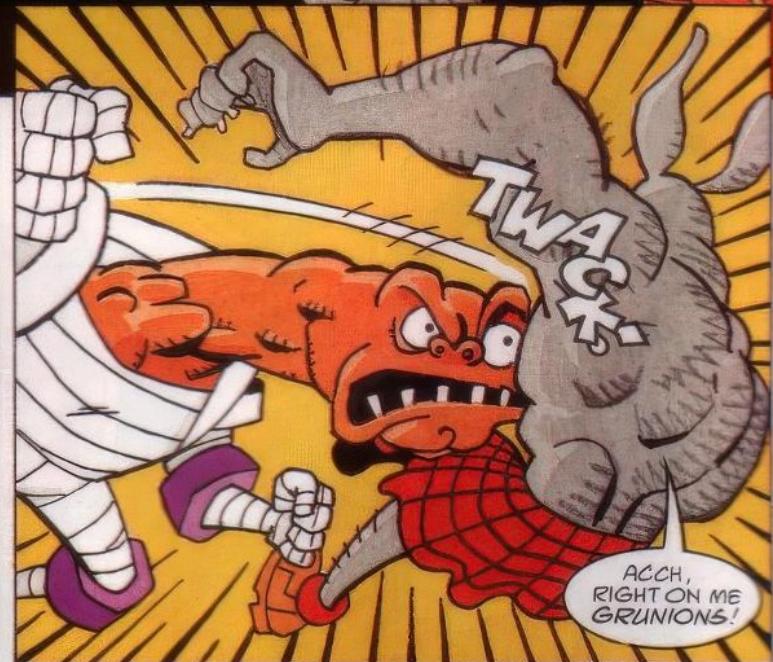
Part 3

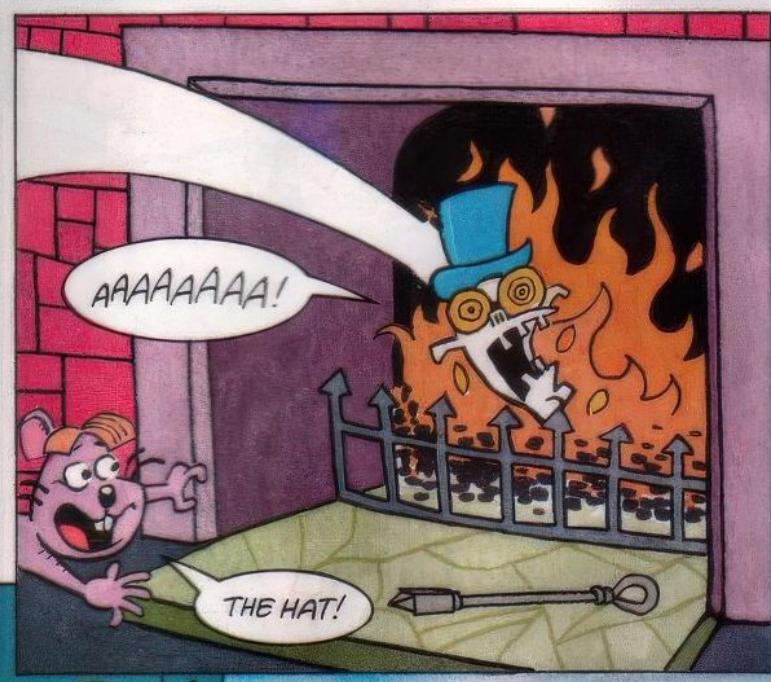
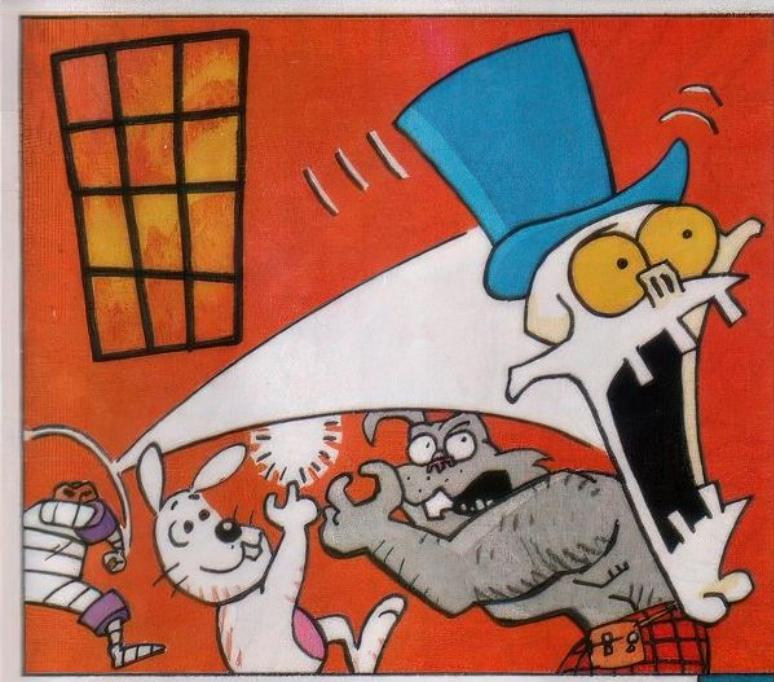
WITH THE HELP OF HIS
HENCHMAN, MICK C MCTOSIS,
MR TWITCH HAS COME TO STEAL
MR CUDDLE BUNNY'S HAT.

HAND IT
OVER, CUDDLE
BUNNY!









YOU MEAN
TO SAY THAT IGOR
HAD YOU LOCKED UP
IN MY SOUTH WEST
TOWER ALL THESE
YEARS?

YEAH, AND I'D
DO IT ALL AGAIN...
ANYTHING TO STOP HIM
WRITING THOSE FLIPPING
FLUFFY BLUNNY
BOOKS!

TEN LONG
YEARS VIVOLIT
MR CUDDLE BUNNY
BOOKS, BUT NOW
YOU VILL WRITE
AGAIN!

ACTUALLY,
I NEVER
STOPPED!

I FILLED
MY TIME BY
WRITING A WHOLE
NEW SERIES OF
STORIES.

WHAT?

643 NEW
CUDDLE BUNNY STORIES...
AND IT'S ALL THANKS TO MY
DEAR FRIEND, IGOR.

SIX
HUNDRED
AND FORTY
THREE...

IN FACT, I
LOVE IT HERE SO
MUCH THAT I'D LIKE
TO STAY!

EXCUSE ME,
BUT I HAVE AN
URGE TO THROW
MYSELF INTO
THE MOAT!

NEXT ISSUE: THE
HUNGRY GUEST!



ZONE

BECAUSE SO MANY OF YOU HAVE DEMANDED HELP ON THE CLASSIC SONIC GAMES, BOOMERS ARE REQUESTED TO HOLD THOSE Q ZONE QUERIES.

BOOMER ALERT

STC WILL LET YOU KNOW WHEN THE Q ZONE IS OPEN FOR HINTS AND TIPS ON OTHER MEGA SEGA GAMES.

SONIC THE HEDGEHOG 3 Revisited



MEGA DRIVE

THE BOSSSES [CONT'D]

HYDROCITY ZONE

ACT 1

DOCTOR ROBOTNIK'S WHIRLPOOL MACHINE

- The first of Doctor Robotnik's two fiendish water machines in his zone. This one is easy to beat provided you keep calm.



- Stand in the centre of the screen in front of the underwater pillar. Robotnik's craft will drop in the middle of the screen and then fly off the screen.
- He'll then appear from the upper left at high speed - so be ready. Jump Sonic as high as possible. Robotnik then drops in from the upper right. Again, jump straight up as high as you can.
- Robotnik's craft hen settles on the pillar directly above you. Wait for the orbs around it to stop moving and start ramming it. If you time it well, you can get in two or three hits before he starts to spin the water and Sonic around.
- Again, stay in the middle of the screen as much as possible and repeat the previous moves to beat him.
- After the machine is demolished, the end-of-act sign appears. To prevent it from landing, jump at it to pump up that score and maybe get some extra goodies!





ACT 2 DOCTOR ROBOTNIK'S WATERSPOUT & DEPTH CHARGE MACHINE

- Never one to give in, Robotnik is back with an even deadlier water machine!
- Go to the far right as Robotnik descends from top left.
- He'll proceed to start his suction machine, which, if you're not careful, will draw Sonic into its whizzing blades! He then moves left and right above you, dropping water bombs that contain delayed-action fuses.
- To avoid the suction blades, keep Sonic jumping out of the water and pushing towards the wall nearest to him.
- Before you can hit Robotnik's craft you have to wait for the bombs it drops to explode first. Leap on the vertical water jets they release and bounce off them to him him. If you score a hit, try to bounce up and in the same direction as him to gain more hits.



- Provided your timing is good you can get in at least two more hits.
- You can also use the main waterspout that sucks up water and draws you in, but only after he has released it and his craft starts to move. As the waterspout slowly drops, you can leap Sonic onto it and up to Robotnik's craft.
- After you finally destroy the machine, head right to find Sonic's friends and release them from their prison cage.



Next issue: Make a meal of those
Marble Garden menaces!

CHRISTMAS DAY IN THE EMERALD HILL ZONE...
A PLACE LONG SINCE DESERTED BY ITS RESIDENTS,
WHO FLED TO THE FLOATING ISLAND TO ESCAPE
DOCTOR ROBOTNIK.*

SONIC'S WORLD SEASON OF GOODWILL

COMPLETE
STORY

Script: LEW STRINGER Art: ANDY PRITCHETT
Colouring: STEVE WHITE Lettering: GORDON ROBSON

*SEE ISSUE 53 - Megadroid.

HOWEVER, ONE RESIDENT REMAINS. LIVING IN HER SECRET UNDERGROUND LABORATORY, SCIENTIFIC GENIUS TEKNO THE CANARY HAS INVITED TAILS, AMY, JOHNNY, AND SHORTFUSE THE CYBERNIK TO HER CHRISTMAS PARTY!

YOU DESERVE
A PARTY AFTER
YOUR BATTLES
WITH ROBOTNIK
AND HIS GOONS
OVER THE PAST
YEAR!

TOO
RIGHT! I
ONLY WISH
SONIC WAS
HERE!

DON'T WORRY, AMY!
HE WILL BE BACK!
I JUST KNOW IT!

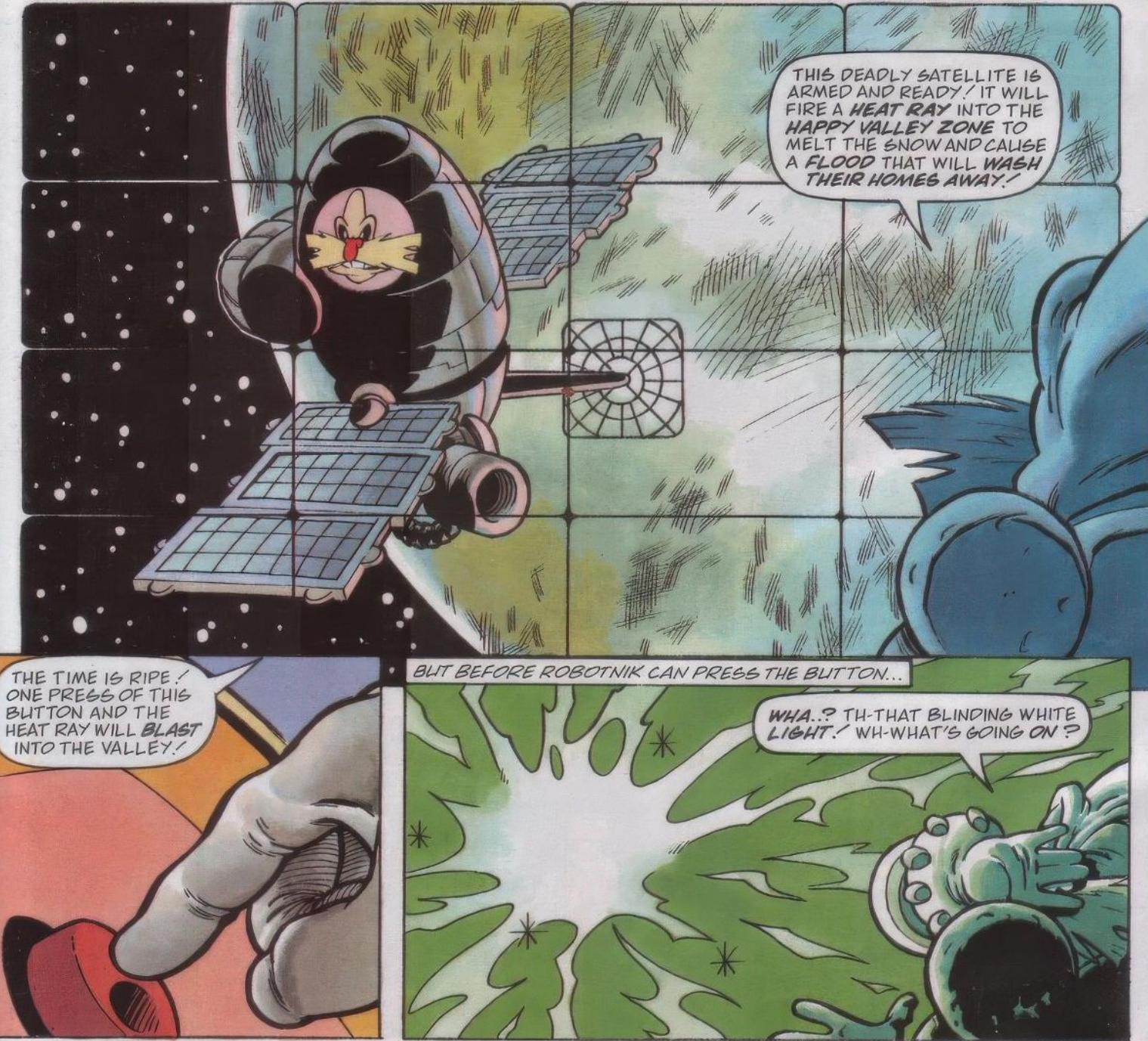
IN THE MEANTIME, WE'VE GOT SHORTFUSE
TO HELP US OUT! ANYWAY, EVEN DOCTOR
ROBOTNIK WOULDN'T DO ANYTHING BAD
ON CHRISTMAS DAY, RIGHT?

HMM... I WOULDN'T BE SO
SURE OF THAT, TAILS!

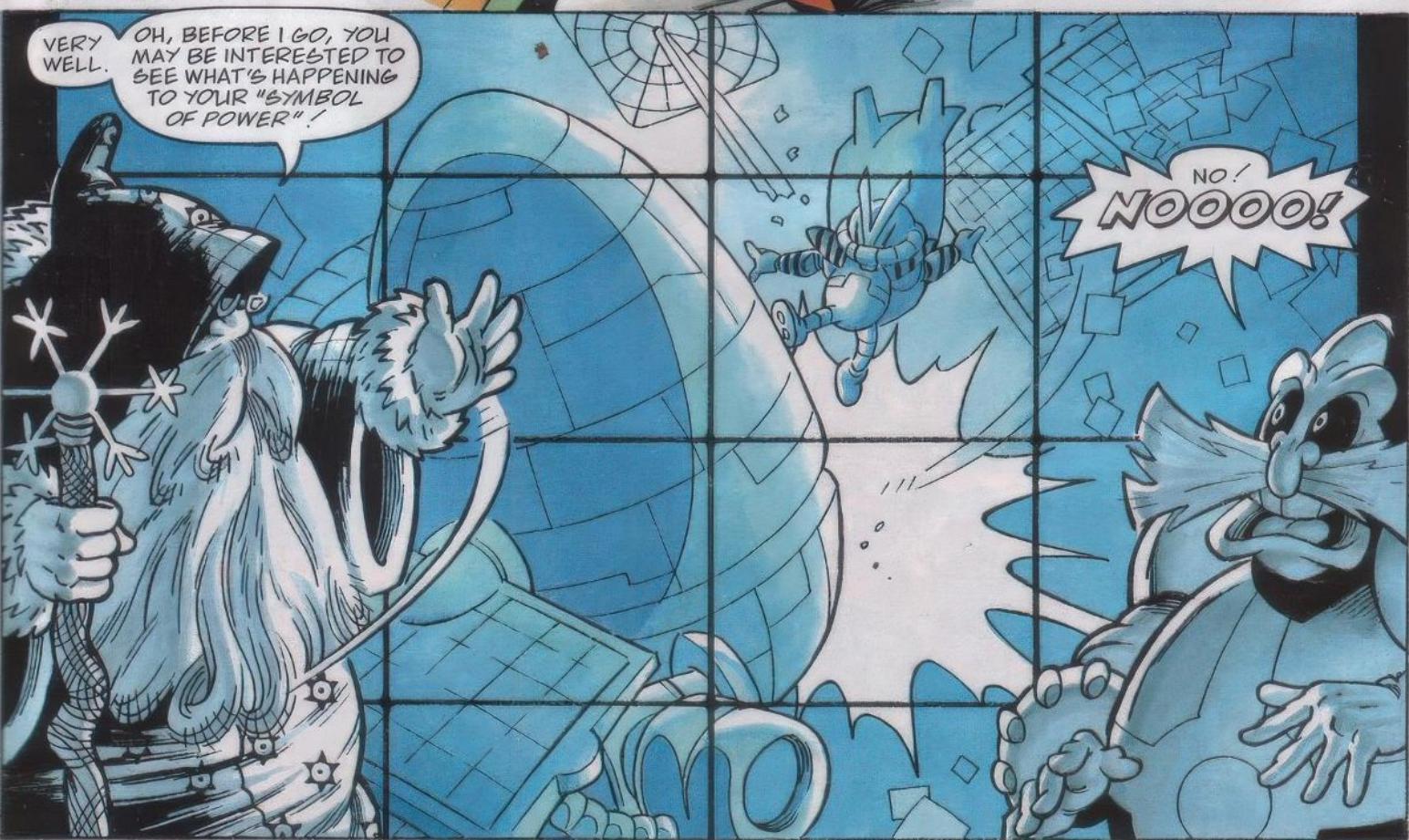
MEANWHILE, IN THE OFFICE OF DOCTOR ROBOTNIK...

HOW DARE THE CITIZENS OF MY PLANET ENJOY THEMSELVES WITHOUT MY PERMISSION?

HAH! THEY'LL SOON HAVE LITTLE TO CELEBRATE ONCE I DEPLOY MY NEWEST WEAPON!







I KNEW ROBOTNIK
WOULD BE UP TO
NO GOOD TODAY!
LUCKILY MY BUILT-
IN DETECTORS LED
ME TO THIS WEAPON
BEFORE HE COULD
USE IT!

FTOOM!

SO...YOU GOT WHAT YOU WANTED AFTER
ALL! DO I GET MY PRESENT NOW?

SORRY, OVI.
WHAT I WANTED
WAS FOR YOU TO
MAKE THE RIGHT
CHOICE AND YOU
REFUSED. SO, NO
PRESENTS I'M
AFRAID!

MY ONLY OFFER TO YOU IS THIS WARNING:
FOLLOW THE DESTRUCTIVE PATH, AND YOUR
EMPIRE WILL FALL WITHIN THE NEXT
FEW MONTHS!

SO, NOW YOU'RE A
FORTUNE TELLER
TOO, EH? BAH! DON'T
GIVE UP THE DAY JOB!
NOW GET OUT!

...I'VE GOT...
NO FRIENDS
ON CHRISTMAS
DAY...

...AND FOR THE
FIRST TIME,
ROBOTNIK
REALISES THE
TRUE COST
OF HIS WAYS!

The
End.

NEXT ISSUE: SHORTFLUSS STARS
IN "THE MONSTER WAKES"!



SPEEDLINES

EITHER POST YOUR MAIL TO:-
SPEEDLINES, SONIC THE COMIC, 25/31 TAVISTOCK PLACE, LONDON WC1H 9SU.
... OR USE THE E-MAIL SERVICE (SEE BELOW FOR DETAILS).

GOLDEN OLDENS!

Dear Megadroid,

Can I still send off for past issues of the comic from the Back Issue Zone?

Paul Cook, Bishops Stortford, Herts. Sonic & Knuckles Hog Tag Winner.


As it's Christmas Paul, your present's a few pages back! You'll find you're able to send off for STC back issues, but bear in mind the offer's only available until Tuesday, 31 December 1996.

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SEGA MEGA HOG TAG!



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stc@egmont.co.uk

Be sure to include your snail mail (postal) address if you want to win a prize!

TRAINEE LEE!

Dear STC,

I am a thirteen year old facing career plans, and was wondering what grades I would need to be an artist at Sonic the Comic. Lee McDonald, Shelton Lock, Derby. Sonic & Knuckles Hog Tag Winner.



At great expense to my personal hotline, Lee, some of the STC creators have offered the following advice...

Lew Stringer suggests that you begin at your local library - take out a Teach-yourself-cartooning-type of book. Lew drew his own comics from childhood and decided to become a comic artist at the grand old age of 21.

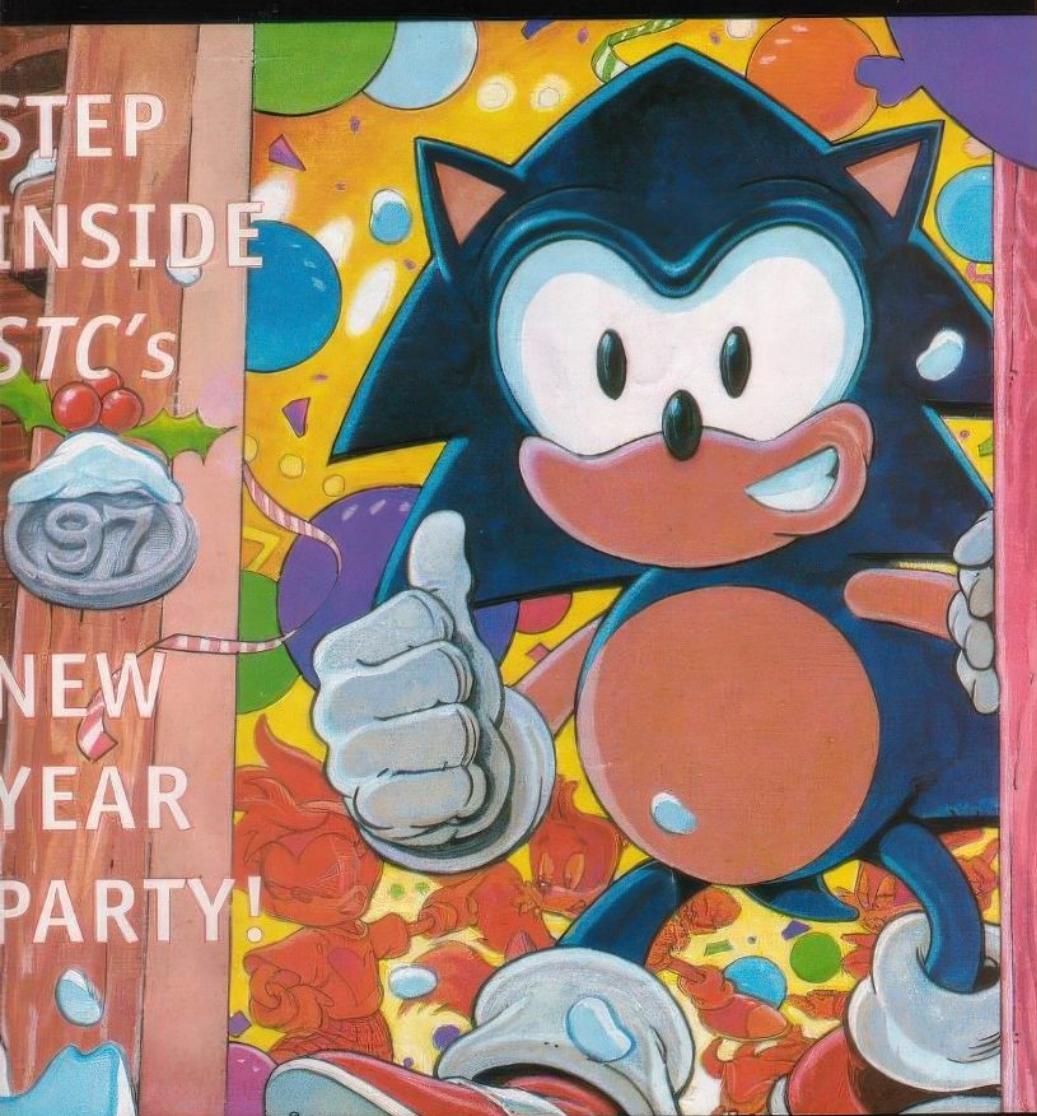
Richard Elson says that you don't need grades to be an artist - you just need to be able to draw!

Nigel Kitching recommends that you find out what qualifications are required and work towards doing some good work at Art College. Good luck!



Ben Carroll, Plymouth, Devon.
Sonic & Knuckles Hog Tag Winner.

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I WOULD LIKE TO SEE

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THIS ISSUE'S
MEGA HITS!

1ST CHOICE

2ND CHOICE

3RD CHOICE

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%



Post to: Data Strip/Sonic The Comic,
25/31 Tavistock Place,
London WC1H 9SU.